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# EDGE



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With the release of the add-on CD-ROM drive, Atari's Jaguar is now up to strength. Edge takes a look at the machine itself, the up-and-coming CD games, and Atari's strategy in the forthcoming battle for high-street supremacy...

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**JAGUAR 1993**

# EDGE

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## 6 Mass market machine



Even with fierce competition inbound from Japan, Atari is confident that its machine has the magic ingredient needed to enjoy mass market popularity: cost. With a price tag half that of its rivals, the Jaguar represents a real alternative to the systems from Sega and Sony. But to last the course, it needs quality software: **Edge** unveils some of the titles due later this year

## 23 An audience with...



**Sam Tramiel.** The president of Atari US and son of Jack Tramiel expounds on the virtues of CD and reveals some of his plans for the coming months, including multiplayer options and the reality of low-cost VR. **Edge** caught up with him at the recent ECTS show in Olympia amid the din of over-zealous PA systems and hubbub of 'next generation' fervour

## 54 Multimedia system



With the release of an add-on CD unit, the Jaguar has the potential to be more than just a games machine – indeed, a Jaguar-based computer isn't out of the question. But for the moment Atari's 64bit system is looking to make the most of CinePak full-motion video, CD-quality music and 790Mb of storage space. **Edge** uncovers some of the titles in development for the Jaguar CD

# JAGUAR™

## The battle ahead

**W**ith the imminent release of the CD-ROM drive, and plans for multiplayer and virtual reality peripherals, Atari's 64bit Jaguar is entering the second phase of its existence.

But it faces a fierce battle for market share against Sony, Sega, 3DO and even low-cost PCs. For Jaguar to survive it needs to pull out all the stops: a CD drive is certainly a step in the right direction and the low base-unit price of the console could prove to be a major factor. But Jaguar also needs high quality software to push it forward and effective marketing to increase its profile in the high street and among its potential customers.

In this supplement, **Edge** previews the year ahead for Jaguar, with details of Atari's plans, previews of new cartridge and CD software and exclusive pictures of new Jaguar hardware, including the Virtuality-developed VR headset.



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Atari Jaguar

# Jaguar: mass market machine



It's powerful, available and, above all, affordable. **Edge** reveals Atari's battleplans for the next generation war



he Atari Jaguar was first unveiled in 1993 at the June Consumer Electronics Show in Chicago – development on the console had begun over two years earlier at a time when Sega and Nintendo's 16bit systems were just beginning their march to global domination. With Jaguar, Atari was looking to win back a large share of the console market it had created in

the late '70s with its phenomenal 2600 VCS console.

But times, and Atari's fortunes, had changed, and this time the company set out ambitiously not to match the performance of Sega and Nintendo's 16bit machines but to leapfrog them entirely. The 64bit Jaguar – based on a chipset developed by Flair's electronics engineers John Mathiason and Martin Brennan – had unrivalled polygon processing abilities at the time and by the end of 1993, 150 developers were sufficiently convinced of its potential to have tied up development deals.

Launched in December 1993 in the US and UK, the Jaguar was the world's first 64bit console. And, just as importantly, it remains the lowest priced of all the next-generation machines – £149 in the UK for the standalone Jaguar with its unique 17-button joystick. It's a price point that every other super-console manufacturer simply can't match, and Atari feels it's the ace up its sleeve.

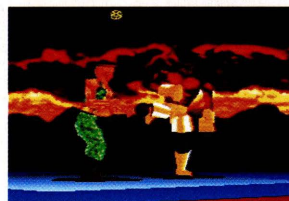
'We really do believe that we have the whole of this Christmas to ourselves as far as the mass market is concerned,' enthuses Atari UK's marketing manager, **Darryl Still**. 'Our intention with Jaguar is to sell to all the people who bought Super Nintendos and Sega Mega Drives in 1992. It's as simple as that.'

So far, Atari has sold over 200,000 units in the US and nearly 40,000 in the UK and is looking for sales of over a million in the US and 400,000 in the UK, and Europe by the end of the year. Not bad, but still short of the mass market penetration Atari desires. Specialist press and regional radio advertising will go some way to raise awareness, and from this





With tidy graphics and motion-capture animation, *Ultra Vortex* could prove to be one of the best Jaguar titles to date



Atari's entry into the polygon beat 'em up arena is *Fight For Life*. Poorly – and prematurely – reviewed in the US, the game is actually still in production: the finished game promises 40 moves per character

autumn they'll be reinforced by a TV ad campaign.

But to really reach that mass market, the Jaguar needs great software, and Atari's early launch into the marketplace looks like it has paid off as more titles come onsale and more developers commit to the machine.

Most of the early running on the Jaguar was made by a few high-quality titles which made people aware of the Jaguar and its capabilities. The best of the early games, and one of the best games of 1994 on any format, was *Tempest 2000*. Developed by die-hard Atari fan Jeff Minter, it was an astounding update of Atari's 1981 coin-op classic. A breed apart from the Jaguar's launch titles, *Crescent Galaxy* and *Raiden*, *Tempest 2000* is a furiously playable shoot 'em up blending the all-out blasting action of the original *Tempest* with mesmerising polygon graphics.

For all the furore created by T2K, it's a surprise that it's not the best-selling Jaguar title to date. That honour goes to Rebellion's high-powered licence of *Aliens Vs Predator*. With sales of over 85,000 worldwide, *AVP* proved that the Jag could do more than just shift plain polygons and that the £149 cartridge machine could compete technically with the best that a

£1000-plus PC could offer.

An even more telling comparison came in December 1994 when id Software released a Jaguar conversion of its all-conquering *Doom*. id already knew its way around the Jag, as it had converted its early hit *Wolfenstein*

and its own line-up of forthcoming games is intended to keep up with the competition. *Fight For Life* is a 3D polygon-based beat 'em up which will go head to head against *Virtua Fighter*, *Tekken* and *Toh Shin Den*. Another important Atari original is *Burn Out*, a motorcycle

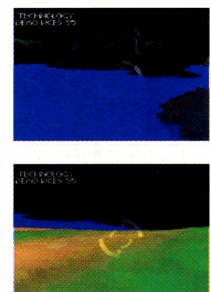
**'Our intention with Jaguar is to sell to all those people who bought Super Nintendos and Mega Drives in 1992'**

for the cartridge format – *Wolfenstein 3D* on the Jaguar runs fullscreen at 30 fps with high-res graphics, four times as detailed as the PC version. For *Jag Doom*, id combined elements of PC *Doom* and *Doom II* to create a game that, in terms of graphics and speed, is virtually indistinguishable from the PC original. It also benefits from a link-up option, enabling the game to be played head-to-head – a genuinely exhilarating experience.

Atari itself recognises the value of such stand-out software,

race game that moves at an impressive 60 fps. The long-mooted *Battlezone 2000* will now surface as *Hover Strike*, a futuristic tank battle game set in a texture-mapped polygon world.

Other forthcoming Atari releases include *Ultra Vortex*, a Beyond Games-developed beat 'em up which boasts motion-captured fighters; and *White Men Can't Jump*, a good-looking two-on-two blacktop court basketball game inspired by the 1992 Ron Shelton film. But, of course, to



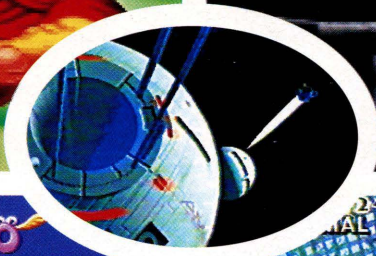
Early pre-pro shots of *Hover Hunter* belie the speed of the scrolling Voxe-like scenery. One to watch out for, perhaps?



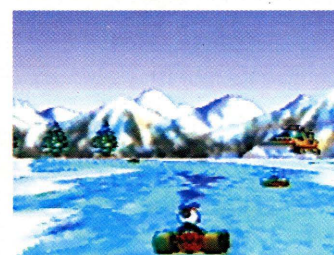
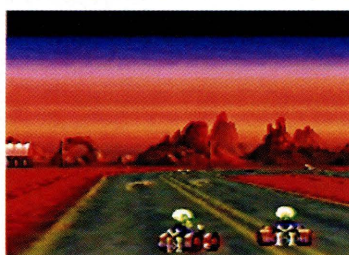
# Atari Jaguar



Thirdparty titles



Atari's efforts at courting thirdparty licensees are finally bearing fruit: titles such as UBI Soft's *Rayman* (top, middle) and *Power Drive Rally* (above) from Time Warner Interactive show off the Jaguar's ability to handle quality 2D graphics



Among the new games in development from thirdparty publishers are the CD title *Creature Shock* from Virgin (top, inset), prehistoric punch-up *Primal Rage* (middle) from Time Warner Interactive, and *SuperKarts* (above) from Virgin

become the mass market machine Atari intends it to be, the Jaguar needs good thirdparty software support. Machines live or die by the quality of their thirdparty titles, and the names lined up for the Jaguar are impressive. There are over 100 titles in development by top names like Acclaim, Time Warner and Williams. Atari is also on the brink of announcing that another major developer has seven titles in the works, and industry sources suggest it could be none other than Electronic Arts.

Bullfrog's *Theme Park* and *Syndicate*, two of the most successful computer titles of

recent years, are both already available for the Jaguar courtesy of Ocean Software. Virgin has also brought one of its most popular computer hits to the Jaguar – Sensible Software's chart-topping *Cannon Fodder*. Likewise, Telegames has released another homegrown favourite, the still unbeatable *Sensible Soccer*.

Other enhanced Jaguar conversions include 21st Century Entertainment's *Pinball Fantasies*, US Gold's excellent *Flashback*, Gremlin's Amiga platformer *Zool 2*, Krisalis' unusual Soccer Kid and Accolade's platform personality, *Bubsy*. Activision's revival of *Pitfall*





Two of Atari's homegrown titles are *White Men Can't Jump* (left, above) and *Hover Strike*. *WMCJ* is a two-on-two streetball game with convincing 3D graphics. *Hover Strike* – the progeny of *Battlezone 2000* – offers tank combat action set against texture-mapped polygon landscapes



will also be appearing on the Jaguar – a return to roots for both Activision and Atari.

But the Jaguar's future is much more about 64bit original titles than 16bit conversions. And one of the prettiest Jag titles in the pipeline is UBI Soft's cutesy platformer *Rayman*, which will also appear, in identical form, on the Sony PlayStation. Likewise, Virgin is producing Jaguar versions of *SuperKarts* and CD titles *Creature Shock* and *Demolition Man*.

**One of the** biggest titles to hit the Jaguar will no doubt be Williams' *Mortal Kombat III*, the latest in the hugely popular coin-op series. Another Williams arcade game, *NBA Jam*, is being converted for the Jaguar by Acclaim, which is itself producing *Frank Thomas 'Big Hurt' Baseball* and one other title – rumoured to be the Sly Stallone movie licence, *Judge Dredd*.

Entertainment heavyweight Time Warner Interactive is touting three big Jaguar games, including a conversion of the coin-op *Primal Rage*. A brawl between dinosaurs

set on a post-apocalyptic Earth complete with pint-sized citizens, it's reminiscent of *Rampage* and the early Amiga game, *Aargh!*, but plays like a traditional fighting game. Another beat 'em up, *Thea Realm Fighters*, uses motion-captured graphics for its 25 fighters, who are played by *Mortal Kombat I* and *II* stars including Daniel Pesina (Johnny Cage) and Ho Sung Pak (Lui Kang). Time Warner is also basing a game on the forthcoming *Batman Forever* movie which will be released on the Jaguar this autumn.

The imminent arrival of EA and the longterm potential of Atari's deal with Sega will produce even more titles for the Jaguar, and Atari is determined to keep its hardware moving forward too. A six-button joystick is on its way, and the Jaguar Combo – integrating the Jaguar console and the new CD-ROM drive in one unit – is in development. Then, of course, there's the Jaguar 2, with the continuation of the Jaguar name implying a relationship between the two formats. But that, as they say, is another story...



Atari's new six-button joystick actually sports no fewer than 22 buttons. The unit is due to ship in a few months





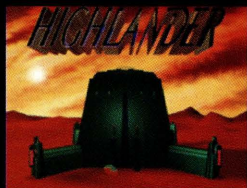
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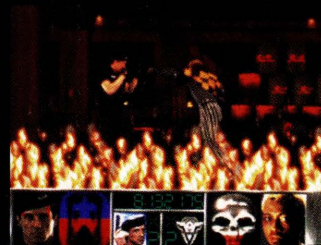
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Game tips and hints: 1-900-73-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Jaguar CD, VLM, Virtual Light Machine, Battlemorph are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. "Dragon's

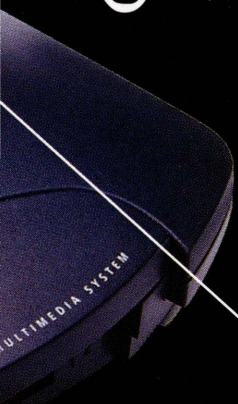


How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-meg monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.



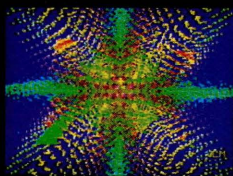
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## Interview



An audience with...

# Sam Tramiel

**T**he man responsible for guiding Atari into the next generation is the president of Atari US, **Sam Tramiel**. **Edge** caught up with him at the recent ECTS show in Olympia...

**Edge** How many Jaguars have been sold to date?

**ST** Approximately 150,000 machines in the US. We wish we'd sold more Jaguars in '94 – the first software was very, very late.

**Edge** What are you doing to ensure that sales will improve?

**ST** The retail price – that's the big push that we did. We lowered the retail price in the US to \$159, and

the sales have gone off better because of that.

**Edge** Should Jaguar have had CD-ROM from the outset?

**ST** No. It's a question of the retail price. What can the consumer buy and afford at the very beginning? If you can buy a machine for \$159, and then later buy a CD as an add-on, you can afford it. To have it all in one package at \$300 or \$400, it's just too expensive.

**Edge** But you will be releasing a Jaguar-CD combo?

**ST** Yes, later this year, early next year. If the market does want a one-piece \$300 kind of price unit, we can do it that way. But still I'm convinced that it's better with the lower-price add-on CD method.

**Edge** What opportunities does

the CD drive represent?

**ST** We have some full-motion video software which is coming out, second half of this year, which will blow your mind. We're developing it with Warner Brothers. They're movies. CinePak CDs but game movies – we call it gamefilm. It's a new concept. It's going to be great, you'll see.

We'll also have an MPEG cartridge shipping by E3. We'll have it and we'll see how the marketplace does.

**Edge** But isn't MPEG I a dead format already?

**ST** That's what I'm saying. Doing it is not so big a task. We'll make it available, the Philips MPEG I movies will run on it. If you want to buy it, it's there. MPEG2... I think that will be the future, it will take a few years to catch on, but by the year 2000 it'll be a big deal.

**Edge** How is Atari going to cope with competition from other 'next generation' systems?

**ST** We think very well. They don't come close in price. I think this will be a major influence – what can a person afford? When a person is buying a games machine for their kids, or a young person is

buying a games machine, what will they pay out of their pocket?

**Edge** How do you envision the other systems performing?

**ST** In my humble opinion, 3DO will not be here as a hardware manufacturer 18 months from now. Sony I think will be a threat. Saturn... as much as I like Sega as a company, I think Saturn is a pooch. We've looked inside and it is an architectural mess. The PlayStation is quite nice. Nintendo, we'll see whenever they come out with the machine, if it's going to be this year or '96, I can't comment.

**Edge** What peripherals do you have in the pipeline?

**ST** Well, number one is the CD player, which will be shipping April/May, Europe and America.



And then in the fourth quarter, if everything goes according to plan, we'll have our Virtuality headset coming out. We have our fourplayer adaptor for the Jaguar, so you can have up to eight players on certain games. We have the CatBox and also the Jag-Link, which gives twooplayer networking or 32-player networking.

**Edge Who will be manufacturing the VR headset?**

**ST** It will be subcontracted in Asia, but it's being developed here in the UK by Virtuality. We did extensive checking around the world and they are the best, as far as we're concerned.

**Edge How will your system compare? Most low-cost VR has been dreadful so far.**

**ST** I haven't seen low-cost VR yet, but you're right, the headsets I've seen for the consumer have been garbage – I got sick using it. Either there are TVs in your face, or if they're trackers, they track so slowly you get nauseous.

**Edge Does the Jaguar system have motion tracking?**

**ST** It's a full tracking system and it's going to be fantastic. But if it doesn't work out exactly as we planned, we won't sell it. There's no way – I will not sell it if it's not doing things exactly correctly. We hope to show it in a closed room at E3 in May – that's the first working prototype schedule.

**Edge How does the motion-tracking work?**

**ST** It's a special technology that's been developed to be very low cost, but it's gonna give you complete six degrees of freedom. You can look up, down, sideways – it's a true motion-tracking system. I used this the first time two years ago and I was blown away by it. It's a brand-new way of looking at things.

**Edge What about games software?**

**ST** We're already working on software. And if the software can't be used for the VR helmet, it'll simply be a 3D game on Jaguar.

**Edge What do you think are the Jaguar's strong points?**

**ST** Everything. It does great 3D with texture mapping. It's a very, very powerful machine. In comparison, looking at all the

numbers, it's more powerful than 3DO, about the same as a Saturn, and a little bit less than a PlayStation. And then Jaguar 2 is being worked on for the fall of '96, and that's at least four times more powerful than a PlayStation. And it's software compatible.

**Edge The system is scalable?**

**ST** Scalable, absolutely. We're going the Intel/Microsoft method, so anyone with Jaguar today, all his software will run on Jaguar 2. We think that's a very important thing in today's new generation.

**Edge When is Jaguar 2 due and how much will it cost?**

**ST** Development systems this summer and shipping second half of '96 – that's the plan. We'll see how the market goes. Jaguar 2 will be a little more expensive than Jaguar 1, and then we'll play it by ear. There'll be a lot of Jaguar 2 software development going on to show the power of the new machine.

**Edge What do you think of the way games have evolved?**

**ST** I think it's super exciting. We are doing Jaguar games now, where the designer looks at the old 2600 game from a gameplay point of view, and says that was a great game to play, now let's make it with our technology. And it's unbelievable comparing the two – it's just day and night, from a graphics point of view. In gameplay terms they're very, very similar.

**Edge Atari Games used to produce excellent coin-ops – could you not get those programmers to work on Jaguar?**

**ST** Atari Games is not owned by us, it's owned by Time Warner, but they are doing just that. Atari Games are doing seven Jaguar titles. They've taken Jaguar and made a coin-op machine from it, called CoJag, and they have seven games coming out on that which will then be ported to the Jaguar.

**Edge So it's a coin-op version of the Jaguar – like Namco's PlayStation coin-op?**

**ST** The CoJag is Jaguar plus some more hardware. They beefed up the audio system and threw in a 68030 as well. With a coin-op, if they add on another 20 bucks, they don't care.

**Edge What about conversions of**

**other coin-op games?**

**ST** We just signed a deal with Williams, we're doing *Mortal Kombat III* on Jaguar. We just signed Acclaim for a bunch of titles. And there's a new one which we'll announce a week from now, a major seven-title deal with a giant publisher.

**Edge Are you integrating the Jaguar's architecture?**

**ST** We're doing that in a big way. The name of the project is called Tornado. And the reason why is very funny. Most of our US engineers are Brits – we have a new guy called Pilgrim, and Pilgrim's from the UK also. He's in charge of the Tornado project, and Jaguar as you know is a British fighter plane. So he's said forget the cats, he's making Tornado, another British fighter plane. And Tornado is a totally integrated one-chip Jaguar design. It's a very aggressive chip design, using 0.35micron technology, and will be

**'Jaguar 2 is being worked on for the fall of '96 and is at least four times more powerful than the PlayStation. And it's software compatible'**

a very, very low-cost Jaguar set. There will be one Tornado chip, a DRAM chip and that's it – everything else will be gone. It will be a very low-priced Jaguar.

**Edge Has Atari's interest in the ST range of computers ended?**

**ST** We still tinker with the idea of a Jaguar-based computer. If we can do it for the right kind of price, right kind of power, we will.

**Edge Is Jaguar really 64bit?**

**ST** Absolutely, uncategorically yes. If you look at the PCB, there are 64 data paths going into the UM. This is 64bit architecture. They call Pentium a 64bit system – it is, but they also have 8bit chips and 8bit parts of the system as well. In Jaguar there's 16bit, 32bit and 64bit architecture in parts of it. Trip Hawkins tried to screw us up with that. It is a 64bit architecture, there's no two ways about it.





## Atari CD-ROM



# Multimedia games system

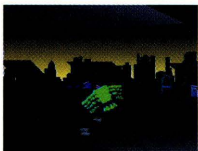
With its add-on CD drive, the Jaguar has been given access to the halls of multimedia and the glories of CD-ROM storage

expect *Defender 2000* to be an intense visual and aural experience – and overloaded with gameplay too. It should do for the Jaguar CD-ROM drive what *Tempest 2000* did for the console itself.

Argonaut's PC extravagance, *Creature Shock*, will also be converted for the Jag CD, and it looks every bit as sumptuous (and as shallow) as the original. Another heavy-lightweight bound for the Jag is the grand-daddy of all CD-ROM games, *Dragon's Lair*. Don Bluth's seminal LaserDisc coin-op was the original interactive movie and still attracts attention despite its innate lack of interactivity. A third conversion, of

environment and played from a firstperson perspective.

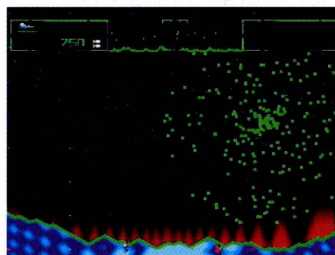
*Defender 2000* is being developed by Jeff Minter and, like his awesome *Tempest 2000*, will feature an arcade-perfect conversion of the original (along with a souped-up *Defender Plus*) and the all-new *2000* version. With Minter at the helm, you can



Very early shots from a *Dactyl Joust* demo. The finished product should be a 3D take on the classic Williams coin-op game

**T**he arrival this summer of the Jaguar CD-ROM drive is the most important launch for Atari since the Jag itself. 'It takes Jaguar from being a straight games machine to being an interactive multimedia system,' says Atari UK's **Darryl Still**. The launch of the CD unit has been delayed, not because of any problems with the hardware but because Atari wanted everything to be in place beforehand. 'The main reason for the hold-up is to ensure that the CD software is right,' explains Still. 'We want to be able to justify people's purchase by having four, five or six titles to choose from.'

Two of the most important CD titles will be new-age versions of old Atari favourites. As a joint development project between Williams and Atari, both *Joust* and *Defender* will get the Jaguar CD treatment. The classic *Joust* will become *Dactyl Joust* – set in a fully texture-mapped 3D

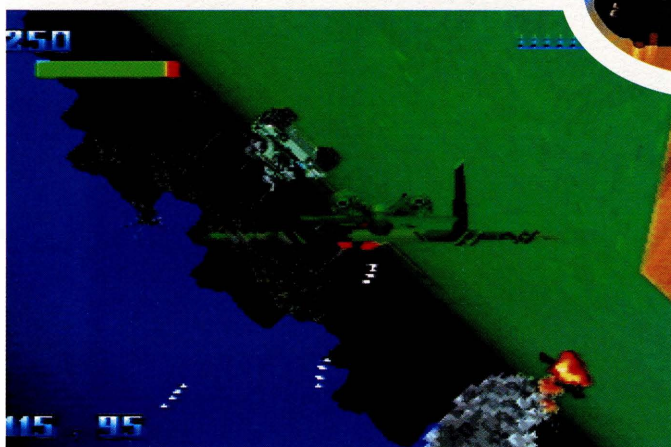


With *Defender 2000*, Atari hopes to emulate the success of *Tempest 2000*. It offers the original coin-op (top left), a souped-up *Defender+* (other shots), plus *Defender 2000* – a new game from the fevered imagination of Jeff Minter





**Varuna's Forces** borrows heavily from the film *Aliens*. The *Doom*-style gameplay is enhanced with rendered footage (inset) and decent acting



Three shots from *Blue Lightning* – ATD's conversion of the Atari Lynx title. CD storage has enabled them to add an FMV intro plus loads of levels

Virgin's 3DO *Demolition Man* shoot 'em up, will also be amongst the first Jag CD titles available. Utilising footage of Stallone and Snipes shot at the same time as the movie, the game looks set to be an *Operation Wolf* with FMV whistles and bells. It's been in production for some time now, so hopes remain high.

Original Jag CD games won't be thin on the ground, though, as there are already a number in development. Such as the long-awaited *Battlemorph* – a sequel to Attention To Detail's early pack-in Jag 3D blaster, *Cybermorph*. It picks up where the first game left off, adding more worlds, more missions and new underwater and underground areas.

*Blue Lightning*, licensed from

## 'The CD unit takes Jaguar from being a straight games machine to being an interactive multimedia system'

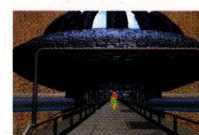
Epyx, is a '90s take on *After Burner* and puts you in the cockpit of a variety of planes tackling missions across the globe. Again, ATD is at the helm.

Core Design is producing a heavily updated version of its Mega CD and 32X 3D blaster, *Soul Star*, with a tasty line in smooth, texture-mapped scenery and sprite-scaling enemies.

Coded by the suspiciously similar-sounding Lore Design, *Highlander* – a licence of the fantasy movie – is an impressive-looking hybrid of *Alone In The*

six months are *FI Racer* – a fast-moving polygon race sim – and *Varuna's Forces* – a cocktail of dystopian sci-fi from *Blade Runner* to the *Alien* trilogy, boasting (for once) genuinely good acting.

The advent of all these Jaguar CD titles won't mean the end of Jaguar cartridge games, though.



*Highlander* from Lore Design uses *Alone In The Dark* gameplay mixed with high-quality rendered backdrops pulled off CD



Core Design's *Soul Star* benefits greatly from the Jaguar's higher resolution and colour capacity. The graphics are sharp and move very smoothly indeed



Atari's combo CD/Jag unit. An all-in-one machine could well go on sale late '95, early '96



# Atari CD-ROM



Virgin's *Demolition Man* is a mixture of *Operation Wolf* gameplay and CD-streamed FMV – with genuine Hollywood actors

'It's important for us to maintain a high level of quality software coming through on cartridge because the core of sales will initially be on cartridge,' states Darryl Still. 'We're offering the CD drive to people as an option rather than as an obligation.' But, at around £300 for the console and its CD-ROM add-on, it's an option that's more affordable than any other way into the world of CD gaming and multimedia.

**Individual** games aside, there's one factor that Atari is pushing in its approach to gaming in the nineties – interactivity. 'I think that multiplayer games are definitely the way that the majority of people will play in the future,' predicts Darryl Still, and anyone with the slightest knowledge of recent videogames history would agree with him.

The biggest hits of the last few years – *Street Fighter II*, *Mortal Kombat* and *Doom* – have all been great games and great multiplayer games to boot.

'I think we're going to a slightly older audience and hopefully a more sociable



If all goes to plan, Atari's Jaguar will be the first console to have its own VR system. Designed by Virtuality, the unit will be manufactured in the far east

**'Playing VR games on their own will probably be even more boring than *Sonic The Hedgehog* on its own. You really do need a social environment'**

audience, making the whole gameplaying phenomenon a social event,' reasons Still. This philosophy is evident in Atari's line-up of Jaguar peripherals. A gamelink cable, to hook up two Jaguars for games such as *Doom*, will be available shortly, and the Cat Box is currently being tested in the US. This will allow up to four controllers to be connected to a single Jaguar (sparking hopes in the **Edge** office of a

*Gauntlet 2000*) and will also provide other outlets such as stereo audio sockets.

But the Jag's most eagerly-awaited add-on has to be its VR helmet, designed in the UK by Virtuality, which conceived and manufactured the only proven VR games system available so far. 'When you get down to virtual reality games, playing them on their own will probably be even more boring than *Sonic The Hedgehog* on its own. You really do need a social environment,' says Still. 'The ultimate aim is to imagine a Virtuality helmet and – just taking *Aliens Vs Predator* as an example – each player chooses a character from the game, is in a virtual environment on the *Nostromo*, walking around with their own task and they can meet up, help each other out and stuff like that.'

Certainly the advent of home VR is set to be one of the Next Big Things, and Atari wants to be in on it from the start. If its early investment pays off, this could be a major factor in deciding which machines survive the next generation war.



*F1 Racer* is Atari's attempt to take on the likes of *Daytona USA* and *Virtua Racing*. The polygon graphics are smooth and solid, if a little shy of detail. But, as with all 3D racing games, the proof is in the playing





**JAGUAR** 1995





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